

Seiferin Species Information



Masculine	Feminine
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Seiferin Lavetan, or simply Seiferin for short, Are a species native to the watery moon of Seifer which orbits a common point with its similarly sized parent planet Anomid just outside the roche limit. The two worlds are tidally locked together and close enough that the largest examples of the Seiferin species could be resolved by terrestrial telescopes when they breached the surface during the right conditions.

Although separated by a distance that pre-industrial technology could never hope to bridge, the Seiferin were worshipped by their neighbours upon Anomid after their discovery. In more modern times, some Anomid still worship them, often to the chagrin of the more aware and intelligent Seiferin. The two neighbouring species do tend to have some friction aside from issues of religion as well though.

As mentioned in the [Anomid](#) document, the Anomid overall were not the most accepting of uplifting by the Empire. And certain Anomid factions view Seiferin loyal to the Empire as traitors who need to be punished.

Adult age:
38 [ISY](#).

Average lifespan:
400-600 ISY in the wild.
Effectively Biologically immortal with access to [Imperial](#) Medicine.

Average height/length:
Juvenile: 4-6m standing, 12-20m long. Adolescent: 6-10m standing, 20-40m long. Adult:9-15m standing 45-80m long. Elder 15-20m standing, 100m+ long.

Dominant Gender:
Female.

Physiology:

Seiferin are predominantly wild creatures, used to living in wide open oceans. While they are capable of breathing air for a short time are best off with a [Vaporator](#) to prevent dehydration of their gills.

Their long serpentine bodies make them excellent swimmers, and rather land capable, for a legless water species.

Seiferin are carbon based lifeforms, biologically similar to Earth based life. Looking at a Seiferin, you'd almost expect them to be a [Xenobiological](#), but unlike other aquatic sapients, Seiferin are fairly mundane. A number of similar proteins to what's found in Earth life are found within Seiferin. However Seiferin use a wider array of blood metalloproteins than found in Earth life.

Diet and environment almost exclusively dictates what metalloproteins are found in Seiferin blood and tissues. Seiferin who live in the shallows differ from those who life at great depth, among other factors. Like all living things, blood and tissue metalloproteins dictate flesh colour, however, seifein also have pigments on inner flesh as well. The pigments and metalloproteins combine to make a dazzling array of colours across a Seiferin's internal anatomy, almost as unique as a fingerprint.

Seiferins use similar amino acid groups to Earth life as well, making them readily able to share food with other non-Xenobiologicals. Seiferin brains are extremely well developed and split into 3 facets through their body, the distributed brain structure allows Seiferin to overcome the delay of electrochemical nerves. Consciousness is handled in the main lobe, within a Seiferin's head and down into their spinal column. Motor skills and sensory stimulus are simultaneously processed in all 3 facets of their brain system.

This system keeps even a very large Seiferin with faster reaction speed than many other sapients with electrochemical nerves. The more obvious downside of 3 individual brains is if a dissonance develops between them. In humans, the left and right brain can be isolated from each other, then act independently to a deficit to the human. In a Seiferin a disjunction between any of the 4 individual parts of their brain system can make day to day living nearly impossible.

On a more gruesome note, do to the redundancy in each of a Seiferin's 3 brains, anyone could be removed, and the main portion of the body could go on living. Some Seiferin who were decapitated in battle have been known to continue fighting (albeit less efficiently without eyesight) long after their heads were severed. This also applies to Seiferin shot through the head. The caveat to this is that consciousness is entirely lost, regardless of body survival, and continue operation on instinct.

Unlike their Anomid cousins, most Seiferin do not possess venom except in very rare cases. Seiferin do however have incredibly strong bioelectric glands (electrophores), capable of discharging with energies similar to purpose built electrical weapons. This makes them deadly in melee combat and able to readily subdue prey in the wild. Like all electrophoric creatures, Seiferin shock themselves as much as their prey. Seiferin naturally compensate for this to avoid self induced cardiac arrest or nerve damage.

However, during the moments of release, a Seiferin is effectively paralyzed. A Seiferin's long body is quite strong and nimble, allowing them to constrict prey effectively. Couple this with a deadly jolt of bioelectricity, and you have an apex predator that can subdue most prey with little threat of retaliation. No species on Seifer even tries to predate Seiferin, and few will scavenge a recently deceased one. Even days after death they can still discharge lethal levels of electricity.

Seiferin are built for handling large prey, swallowing it whole and often still alive. Seiferin poses two stomachs in their digestive system, a smaller one in the torso and a large one in their long lower body. The upper stomach is primarily used for storage, but can help pre process vegetation to make it easier on the main stomach. The lower stomach is similar to what you would see in an Earth snake, and stores whole prey for a long period of time, slowly digesting them over a few months.

After eating, Seiferin often find safe, sheltered places to settle down and rest. This habit makes their meals last a lot longer. During breeding season, however, males (and hermaphrodites playing the male role) remain active even with a full stomach, guarding young and nesting territory. While females remain active and continuously hunt to stock up on nutrients for making offspring.

Seiferin are egg-layers overall, but the embryo is partially gestated inside the mother before being laid. The egg itself is somewhat soft and vulnerable, so must be protected. Seiferin have a symbiotic relationship with an underwater plant that resembles wooded perennial species of Earth. They lay their eggs along the branches of the tree where it disguises with poisonous unripe fruits. In exchange, territorial Seiferin keep would be predators of the plant at bay.

Seiferin also inadvertently fertilize these plants with waste and the detritus from hatching, leaving behind rather nitrogen rich egg-sack components. Young Seiferin are also able to eat the fruit of the plant as it tends to ripen shortly after they hatch. The seeds of this plant remain in the young Seiferin's gut for quite some time until they finally pass, once the Seiferin has gone far away, spreading the species for mutual benefit.

Behaviours:

Being wild creatures, the Seiferin act as such in most cases. Though some are more civilized, the vast majority are wild, similar to Zeioph society. Seiferin deep down are highly intelligent predators and this guides many of their behaviors. It's rare for a Seiferin not to eat organics they kill or paralyze in combat once they feel safe.

The positive side of their predatory nature is they rarely require food rations to be given out since they will readily acquire their own food. This behavior isn't far out of place with Imperials too, considering the primarily apex predator composition of the hegemony.

Seiferin are a rather amorous species, and tend to court other species they view as strong and worthy mates. It's not uncommon for Seiferin to electrocute one another during any intercourse, the shocks are far, far less powerful than would be used during hunting though. The shocks are often applied to sensitive areas to heighten pleasure during mating as well.

During hunting, most Seiferin work solo. Their main tactic is to ambush prey and shock them. For the few who possess a venomous mutation, ambush with venom is also an option. Mated pairs sometimes hunt together, with one herding prey towards the other who will abmush it and taking turns. This cooperative hunting strategy is the only way hunting smaller prey is really viable.

Cultural traits:

Seiferin, for the most part, lack any true culture, instead they commonly have solitary lifestyles or roam in pairs for times. They rarely settle in one area to avoid over-hunting, so their culture has yet to fully develop. However some Anomid cultural traits as well as Imperial culture do rub off on the ones who have left Seiferin for the Empire at large.

Seiferin have also adopted a lot from Zeiophine cultures, as some 90% of non-Seifer dwellers live within the [Lapis Territories](#). It's not common for Zeiophine species to move to Seifer however, allowing the native culture of the Seiferin to progress without being influenced heavily.

For the most part Seiferin adhere to the 'strongest and smartest rules' culture, letting the most capable lead when they do form groups. This behavior can make them challenging for some commanders in the Empire's military. However, for those strong and intelligent enough to bring Seiferin in line, they make deadly and effective troops on land, at sea and in space.

History:

The Seiferin Lavetan are a species long held in Anomid myth and legends. Often the largest of Seiferin were seen as gods to the Anomids. Their home, the ocean moon Seifer of Anomid prime, lies incredibly close to its parent planet. It sits just outside the Roche limit of Anomid Prime, making its surface quite visible from Anomid, day or night. Life is believed to have arrived on both worlds from the same source, or transferred from one to the other via [panspermia](#). This explains the overall similarities that link both world's ecosystems.

The two planetoids atmospheres almost touch, depending on where you draw the boundary between atmosphere and space. Due to their proximity and similar size, the two remain tidally locked and orbit a common point between themselves. This makes it very easy to use a telescope to view the surface of one from the other. The close proximity of the two worlds influenced Anomid legend quite heavily. With a sky full of shimmering turquoise ocean, and significant tectonic activity under the moon it's not surprising why. Many Anomid on that side of the planet started to view the moon as a realm of the gods looking down on them.

Later in the Anomid civilization, telescopes were discovered, letting them gaze more closely at Seifer. Some of the largest Seiferin were observable from high points on Anomid as they breached during hunting or mating rituals. This gave rise to the Lavetans, the gods who control Anomid, the tectonics and the weather. These gods dwelled in the ocean in the sky, which was later revealed to the Anomids as their own moon.

When the Empire arrived at Anomid, they eventually uplifted both races. Although more primitive, the Lavetans of Seifer proved intelligent and highly compatible with the Empire. Alice in particular took an interest in them, and eventually combined their genetics with Anomids to make the basis for the Alpha Anomid, and Anomid Betas. These hybrids, while rare, would eventually integrate in with the Seiferin specifically. Their Anomid cousins were overall less welcoming.

A Seiferin by the name of Morrighan would step forward as a leader among her kind and the Anomid as well. This Seiferin would take a position on Revika's High Council and represent both species from her home system, greater cementing the place of the Seiferin in the Empire. Given the longevity of Seiferin and Imperial medical technology, it's likely Morrighan will hold the position of Councilor for some time. Effectively the combination of natural physiology and Imperial technology renders Seiferin biologically immortal without needing to resort to synthetic replacement body parts.

Glossary:

- **ISY:** The Imperial standard year, equal to about 3.1 Earth years.
- **Vaporator:** A device that allows creatures with gills to breathe comfortably outside water whether or not they are amphibious.
- **Xenobiology:** Biology differing significantly from earth-biology. Generally based on non-carbon chemistry or entirely different groups of amino-acids. Read also: [Hypothetical Biochemistry](#)
- **Lapis Territories:** A set of Imperial worlds predominantly inhabited by Zeiophine species such as Dross, Verroth and Zeiophs along with other aquatic and semi-aquatic species.
- **Anomid:** A snake-like bipedal species on the world neighbouring Seifer, and sharing the name of Anomid with their more terrestrial world. These sapients also worshipped the Seiferin as gods for a time.
- **The Empire:** An interstellar Empire within the milky way, and the largest singular faction within it. Its full name is the Pan-Galactic Oligarchic Hibiki Empire. The Empire is built of many races with a fairly egalitarian society. While semi-autocratic, it's leaders are specifically engineered for the role of leadership.

Writing and species belong to [Kai](#)
Art by [FSMaverick](#)